

Johan Steven Jimenez Avendaño

Systems Engineer - Full Stack Developer

johanjimenez0210@gmail.com

+57 3209329782

Cucuta, 541030 Colombia

portafolio-web-wine.vercel.app

linkedin.com/in/zeroprograming

For a more robust, quick and easy to read explanation, go to my web portfolio.

I'm a Systems Engineering student. I've always been concerned about learning beyond what is taught to me, so I've studied many other topics and languages on my own to keep up with today's world of technologies. My favorite part of programming is the problem-solving aspect. I love the feeling of finally finding a solution to a problem. My main stack is React, Next.js, Node.js, PostgreSQL, MongoDB, GraphQL, and Amazon Web Services (AWS). I'm also familiar with Java, C# and many more. I'm always looking for new technologies to learn that will complement me as a developer.

Education

01/2021 - 12/2025

Systems Engineering
University of Pamplona, Cucuta, Colombia

During my outstanding college career in Systems Engineering, I have excelled as an exceptional and passionate student. My dedication and enthusiasm for learning have translated into the creation of high quality projects, which have drawn attention and recognition at my university.

Employment

02/2023 - 06/2023

Unity Developer and Backend Developer
Vakano Studio, Cucuta, Colombia

Unity Developer and Backend, my expertise spanned video game logic programming in C#, MongoDB database management, and REST API and Websockets development with Typescript and Deno. My work focused on creating interactive experiences and robust systems for video games.

06/2023 - 08/2023

Backend Developer
Vakano Studio, Cucuta, Colombia

As a Back-End Developer and System Architect, I designed and developed scalable back-end solutions. I utilized Docker for containerized deployments and managed PostgreSQL databases for efficient data storage. I implemented secure authentication with JSON Web Tokens (JWT) and leveraged Amazon Web Services (AWS) for cloud infrastructure. I built RESTful APIs and real-time Websockets functionality with TypeScript and Deno. I collaborated with cross-functional teams for seamless integration and contributed to efficient code management on GitHub. My primary focus was ensuring the system's security, scalability, and stability.

09/2023 - 11/2023

Full Stack Developer
Gamefort, Remote

As a full stack developer, I developed web systems using technologies such as next.js, react native, typeorm, graphql, Docker, Postgresql, nodejs and git. I was in charge of both the frontend and the backend of the applications, creating dynamic and functional user interfaces, as well as robust and scalable data services. I worked in a team with other developers, following the best coding practices and quality standards.

Languages

Spanish

English

Skills

Typescript

Node.js

React

Next.js

Amazon Web Services (AWS)

PostgreSQL

Graphql

MongoDB